

# DOFAW Resource Management Guidelines

## Vegetation Classifications



### Island of Oahu

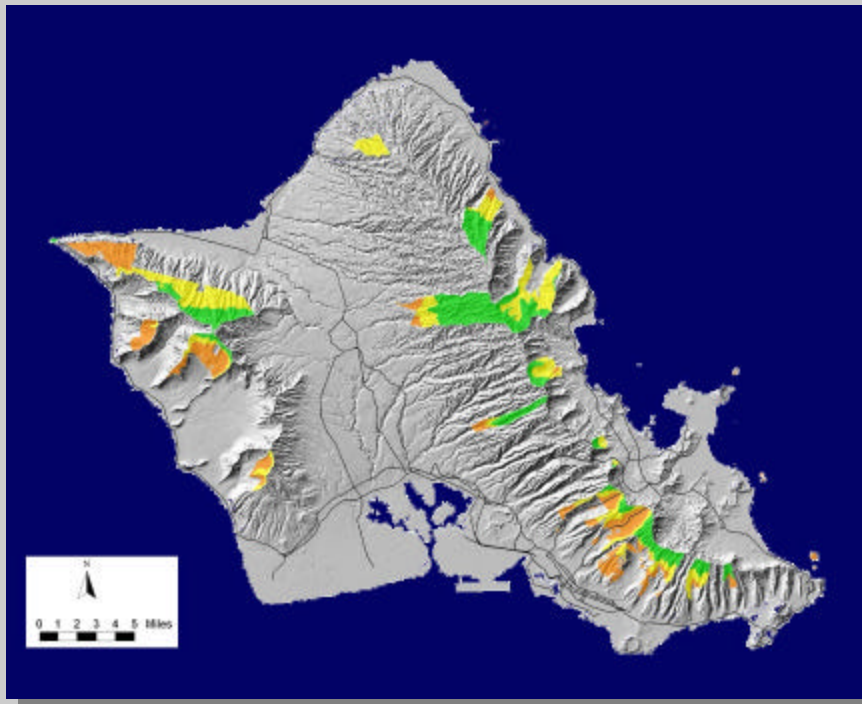
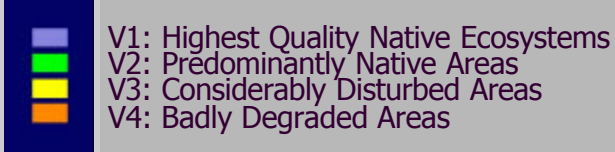


Figure 1: Vegetation Classifications, Oahu



**V1: Highest Quality Native Ecosystems.** These areas have minimal disturbance, with low levels (less than 10%) of non-native plants in any vegetative layer.

#### **Management Objectives:**

To protect and perpetuate these areas, by preventing non-sustainable activities or intensities of use. Permitted activities in these areas are minimally disruptive, and would be focused on ecosystem preservation.



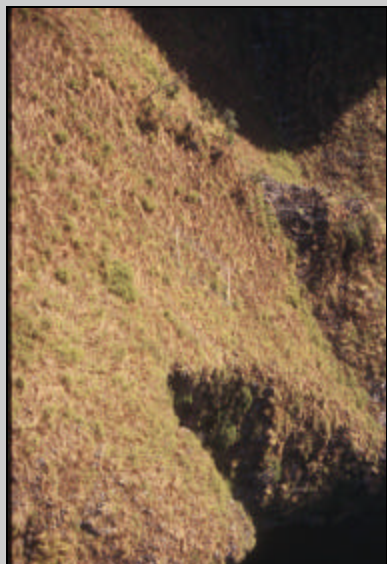
**V2 Predominately Native Areas.** These areas consist of communities that are relatively intact and are minimally disturbed. They have a significant component of non-native plants (more than 10%). **V2 Management Objectives:** To prevent activities or intensities of use that create further significant degradation of native plant or animal communities, and encourage activities or intensities of use that are beneficial to those communities. Permitted activities may have a higher level of disturbance that in V-1 areas, provided they remain within sustainable levels.

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## Vegetation Classifications - Oahu, continued

**V3 Considerably Disturbed Areas.** Non-native plants may predominate, however there may be pockets of remaining native communities.

**V3 Management Objectives:** To prevent activities or intensities of use that result in degradation of unique native species and secondary forest resources (water supply, erosion control & aesthetic values). Permitted activities may have high levels of disturbance, as long as they don't negatively impact remaining native plant populations and have an eventual net benefit to other resources like water, or an improved vegetative cover for other activities. Native plant conservation may be focused at a species, rather than an ecosystem level.



**V4 Badly Degraded Areas.** Consists of areas that are severely degraded or highly altered from their natural state. They may be lands that were cleared for other uses, or are currently eroded, forest plantations, or are dominated by non-native species. **V4 Management Objectives:** To prevent activities or intensities of use that result in degradation of watershed cover or soils. These areas are where the most disruptive activities would be allowed, such as large-scale commercial forestry, game habitat manipulation, etc. Native plant conservation is mainly focused at the species level.



# DOFAW Resource Management Guidelines

## Game Animal Management



### Island of Oahu

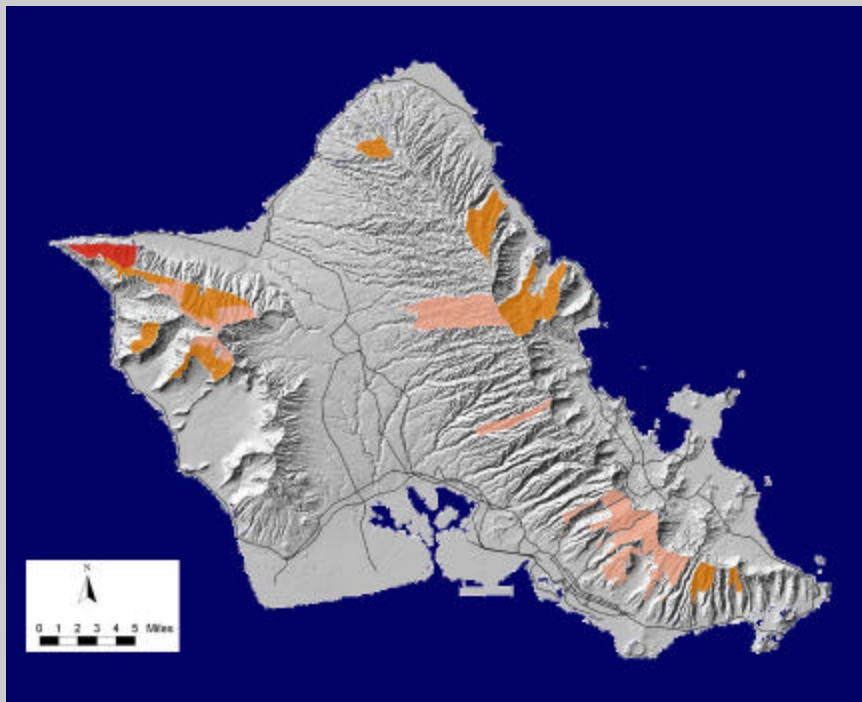


Figure 2: Game Classifications, Oahu

- A-1: Game Production
- A-2: Mixed Game & Other Uses
- A-3: Game Control (public)
- A-4: Game Control (supervised)

**A1 Game Production:** Game is a primary objective. Hunting seasons and bag limits provide maximal sustained public hunting opportunities and benefits. Areas include Game Management Areas (GMA).



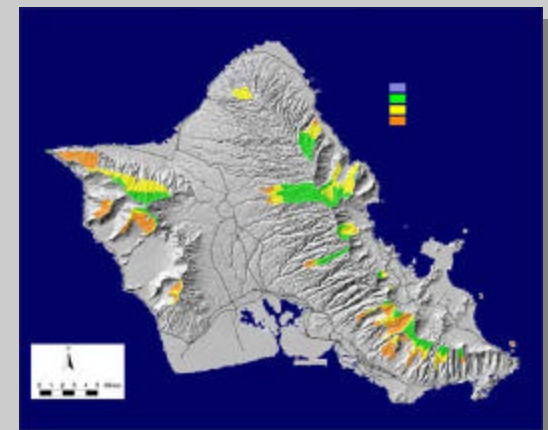
**A2 Mixed Game and Other Uses:** Areas where game management is an objective integrated with other uses. Habitat may be manipulated for game enhancement. Game populations are managed to acceptable levels using public hunting.



**A3 Game Control (public):** Areas where resource protection is the primary objective, with emphasis on native plant communities and watersheds. Seasons and bag limits are designed for public hunting to reduce impacts to native resources. and

**A4 Game Control (supervised):** Areas des-

ignated for animal removal by staff or agency designees because of environmental sensitivity, remoteness, or public safety.



# DOFAW Resource Management Guidelines

Island of Oahu



Forestry Management Activities

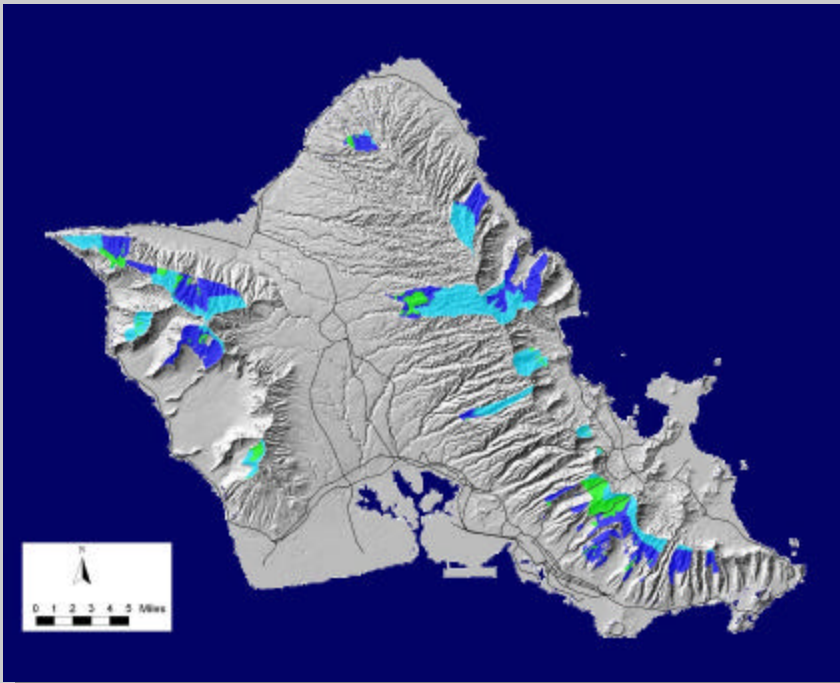
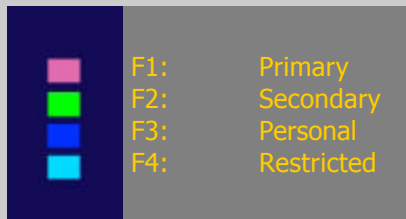


Figure 3: Forestry Management Activities, Oahu



**F1 Primary:** Forest products are a primary objective and large scale harvesting or salvage is allowed. Permits and/or licenses are required with appropriate re-

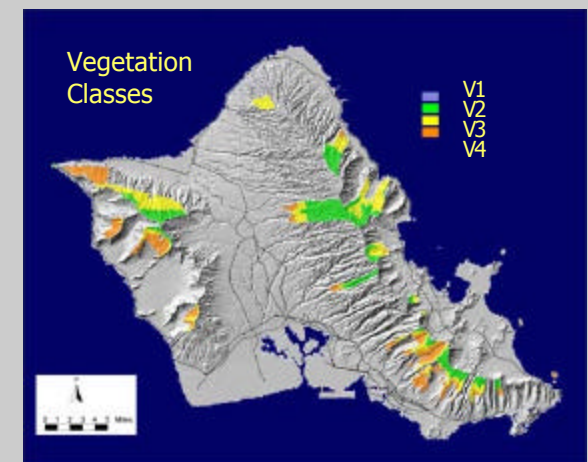
strictions.

**F2 Secondary:** Areas where limited small-scale harvesting or salvage is allowed (<10 acres harvested per year.) Permits and/or licenses are required with appropriate restrictions.



**F3 Personal:** Areas where small-scale non-commercial harvesting or salvage is allowed, such as materials for cultural uses. Permit and/or license required with appropriate restrictions.

**F4 Restricted:** Forest products are not normally an objective. Harvesting would be considered only for compelling public benefit.





# DOFAW Resource Management Guidelines

## Island of Oahu



### Recreation Management Activities

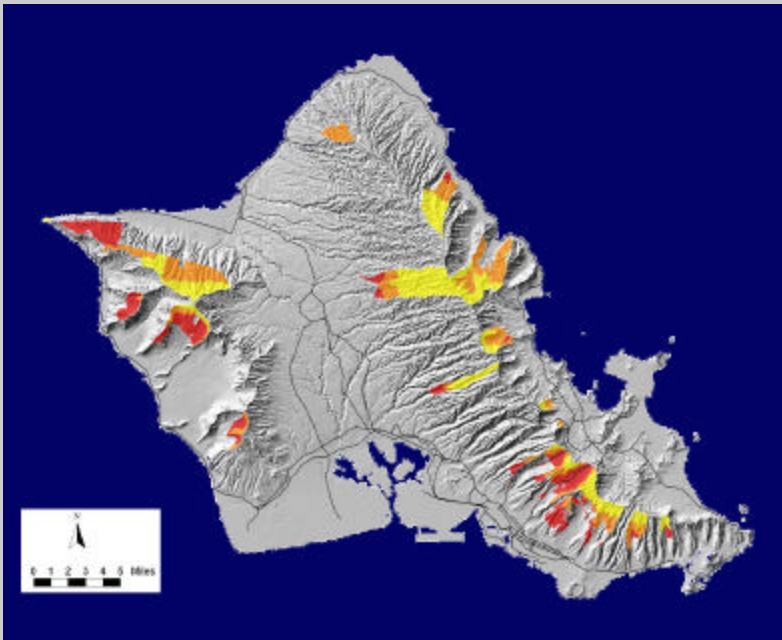


Figure 4: Recreation Management, Oahu

- R1: Heavy Use
- R2: Medium Use
- R3: Light Use
- R4: Restricted

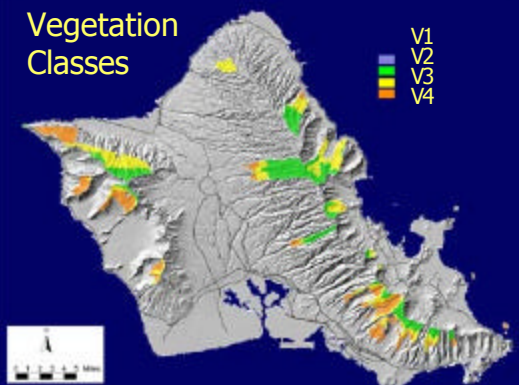
ing lots. Generally restricted to Considerably Disturbed Areas (V-3) and Badly Degraded Areas (V-4).

**R2 Medium Use:** Areas where outdoor recreation is limited or controlled, or where it may be integrated with other uses. Facilities are not highly developed and include trails, rustic shelters, or unimproved campsites.

**R3 Light Use:** Areas where recreation would be limited to certain areas, or occasional levels of use due to impacts on resources or programs. Trails would be the main recreational feature, and their use may be restricted.



**R1 Heavy Use Areas:** Areas where outdoor recreation is a primary objective. Areas may have highly developed recreational facilities such as checking stations, camp sites with utilities and park-



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## Recreation Management Activities - Oahu, continued



**R4 Restricted:** Areas where outdoor recreation is heavily restricted or controlled, if permitted at all. Trails would be the main feature considered. Areas may be classified “restricted” due to hazardous conditions, fragile ecosystems, limited accessibility or other management practices incompatible with recreational activities.